

## Conjugacy Classes

- A group element  $y$  is conjugate to  $x$  if there is a  $g \in G$  such that

$$y = g x g^{-1}$$

We write  $y \sim x$

- Then this is an equivalence relation

- If  $y \sim x$  then  $x \sim y$
- If  $z \sim y$  and  $y \sim x$ , then  $z \sim x$

We can divide the group into conjugacy classes  $C$ , i.e. the set of elements conjugate to each other. Note

$$C_1 = \{ \mathbb{1} \}$$

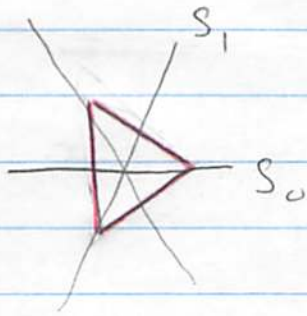
$$C_2 = \{ \hat{r}_1, \hat{r}_2 \} \leftarrow \text{rotations in a class}$$

$$C_3 = \{ \hat{s}_0, \hat{s}_1, \hat{s}_2 \} \leftarrow \text{reflection in a class}$$

e.g.

$$\hat{s}_1 = (\hat{r}_1)^{-1} \hat{s}_0 \hat{r}_1$$

Think about it pictorially



• I can achieve an  $\hat{S}_1$  reflection by making a rotation reflecting over  $\hat{S}_0$ , and reflecting back rotating

• The notation of conjugacy gives mathematical rigor to the intuitive notion that all reflections are similar somehow, and all rotations are similar somehow

• We will label the conjugacy classes as

$$C_I \text{ with } I = 1 \dots N_{\text{class}}$$

• See previous page for  $C_I$  of  $D_3$ . The number of elements in each class is  $n_I$

$$n_{I=1} = 1$$

e.g.

$$n_{I=2} = 2 \leftarrow \text{two elements in } C_2 = \{\hat{r}_1, \hat{r}_2\}$$

$$n_{I=3} = 3$$

(the fact that  $n_{\{I\}=1}$  in this specific case, has no significance)



## Character Analysis

- The character of a group rep  $\chi(g) = \text{Tr } D(g)$  is the same for each member of a conjugacy class, since if  $y \sim z$

$$\begin{aligned}\chi(y) &= \text{Tr } D(y) \\ &= \text{Tr } D(gz g^{-1}) \\ &= \text{Tr} [D(g) D(z) D^{-1}(g)] \\ &= \text{Tr} [D^{-1}(g) D(g) D(z)] = \text{Tr } D(z)\end{aligned}$$

- Thus we may list the characters of a group in a reduced table

	$C_1^{(1)}$ $r_0$	$C_2^{(2)}$ $r_1 r_2$	$C_3^{(3)}$ $S_0 S_1 S_2$	$C_I^{(n_I)}$ the $n_I$ is the number of class elements
$\mu=1$ Identity	1	1	1	
$\mu=2$ Alternating	1	1	-1	
$\mu=3$ Matrix	2	-1	0	

For instance  $\text{Tr } D^{(3)}(r_1) = \text{Tr} \begin{pmatrix} -1/2 & -\sqrt{3}/2 \\ +\sqrt{3}/2 & -1/2 \end{pmatrix} = -1$

see list of matrices

## Character Orthogonality

- Given the orthogonality theorem

$$\sum_g D_{ab}^{(\mu)}(g) (D_{cd}^{(\nu)}(g))^* = \frac{n_G}{n_\mu} \delta_{\mu\nu} \delta_{ac} \delta_{bd}$$

We may contract  
ab and cd

$$\sum_g \sum_a \sum_c D_{aa}^{(\mu)}(g) (D_{cc}^{(\nu)}(g))^* = \frac{n_G}{n_\mu} \delta_{\mu\nu} \underbrace{\sum_{a,c} \delta_{ac} \delta_{ac}}_{= n_\mu}$$

- Thus the characters of  
different reps are orthogonal

$$\sum_g \chi^{(\mu)}(g) (\chi^{(\nu)}(g))^* = n_G \delta_{\mu\nu}$$

- But the character is only a function of the class  
(it is a so-called class function)

$$\sum_{I=1}^{N_{\text{class}}} \chi^{(\mu)}(C_I) (\chi^{(\nu)}(C_I))^* n_I = n_G \delta_{\mu\nu}$$

This is a kind of inner product in class space,  
It says the rows are orthogonal

	$C_1$	$C_2$	$C_3$
$\mu=1$	1	1	1
$\mu=2$	1	1	-1
$\mu=3$	2	-1	0

e.g. the first and second  
row the orthogonality is

$$1 \cdot 1 + 1 \cdot 1 \cdot 2 + 1 \cdot (-1) \cdot 3 = 0$$



- The  $\chi(C_I)$  are "vectors"  $\vec{\chi}$  in class space  $\{C_1, C_2, C_3\}$  which has dimension  $N_{\text{class}} = 3$ . For every rep  $\mu = 1, \dots, N_{\text{rep}}$  we get another orthogonal vector  $\vec{\chi}^{(\mu)}$

We must have

(or the number of orthogonal vectors in the "class space" would exceed the dimension of the space)

$$N_{\text{rep}} \leq N_{\text{class}}$$

- In fact it turns out that  $N_{\text{rep}} = N_{\text{class}}$ , In words, the number of irreducible representations is equal to the number of conjugacy classes.

- In fact the columns of the character table are orthogonal as well (summing over reps)

$$\sum_{\mu=1}^{N_{\text{rep}}} \chi^{(\mu)}(C_I) (\chi^{(\mu)}(C_J))^* = \frac{|G|}{|C_I|} \delta_{IJ}$$

Thus contracting column 1 and 2

$$1 \cdot 1 + 1 \cdot 1 + 2 \cdot (-1) = 0$$

(See Hammermesh for proof)

## Reduction of Representations

- Given a representation how can we tell if it is reducible?

← the  $a_\mu$  are integers

$$D(g) = \sum_{\mu} a_{\mu} D^{(\mu)} \quad \text{e.g.,}$$

$$= 2D^{(1)} \oplus 3D^{(2)} =$$

$D^{(1)}$				
	$D^{(1)}$			
		$D^{(3)}$		
			$D^{(3)}$	
				$D^{(3)}$

Well  $\chi(g) = \text{Tr } D(g)$

$$\text{Tr } \chi(g) = \sum_{\mu} a_{\mu} \chi^{(\mu)}(g)$$

orthogonal " $\vec{\chi}^{(\mu)} \cdot \vec{\chi}^{(\nu)} \propto \delta_{\mu\nu}$ "

Since for irreps,  $\sum_g \chi^{(\mu)}(g) (\chi^{(\nu)}(g))^* = n_G \delta_{\mu\nu}$

So

$$\sum_g \chi(g) \chi^*(g) = \left( \sum_{\mu} |a_{\mu}|^2 \right) n_G > n_G$$

- So we have a remarkably simple result:  
if a representation is irreducible, the sum of characters squared is the order of the group, else it is reducible.

Further we may

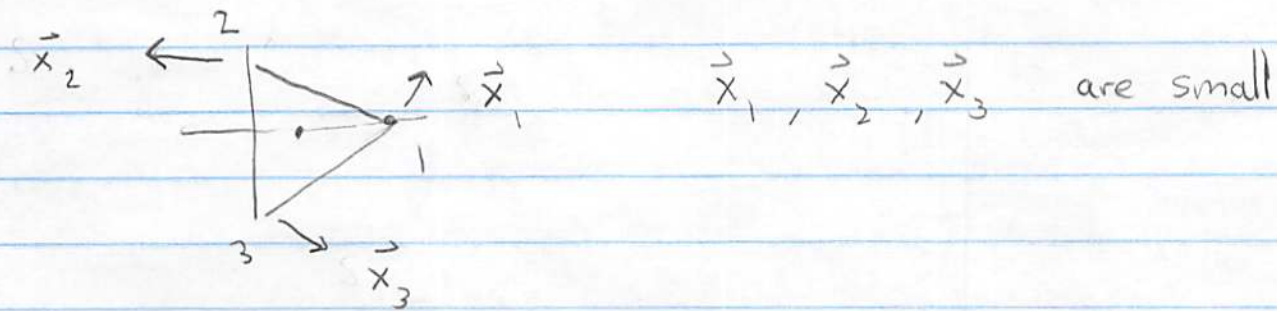


Find the  $a_m$  by taking the dot product  
of  $\vec{\chi}(g)$  with  $\chi^m(g)$

$$a_m = \frac{1}{n_G} \sum_g \chi(g) (\chi^m(g))^*$$

We will use this shortly

## Small Oscillations



The vector space of displacements is

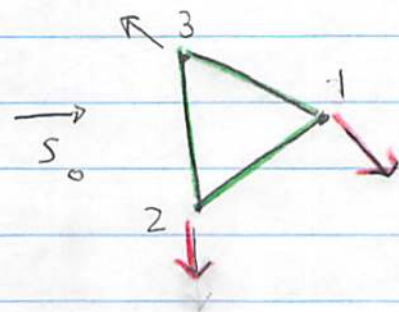
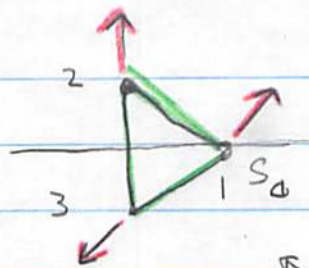
$$\vec{q} = \begin{pmatrix} x_1 \\ y_1 \\ x_2 \\ y_2 \\ x_3 \\ y_3 \end{pmatrix} = q_a \vec{e}_a = (\vec{x}_1, \vec{x}_2, \vec{x}_3)$$
$$\vec{e}_1 = \begin{pmatrix} 1 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \end{pmatrix}$$

Then clearly if I have a configuration,  $\vec{q}$  then a rotated configuration will have the same kinetic and potential energies for any displacement. The Lagrangian  $\mathcal{L}[\vec{q}]$  is unchanged by group ops  $\mathcal{L}[O_r \vec{q}]$  for any  $\vec{q}$



Lets Look at  $\hat{O}_{s_0} q$

$$\hat{O}_{s_0} q = \begin{pmatrix} x_1 \\ -y_1 \\ x_3 \\ -y_3 \\ x_2 \\ -y_2 \end{pmatrix}$$



Then  $q_a \xrightarrow{s_0} O_{ab} q^b$

$$O_{ab}^{(s_0)} = \begin{pmatrix} 1 & 0 & 0 \\ -1 & 0 & 0 \\ 0 & 0 & 1 \\ 0 & 0 & -1 \\ 0 & 1 & 0 \\ 0 & -1 & 0 \end{pmatrix} = \begin{pmatrix} D^{(3)} & 0 & 0 \\ 0 & 0 & D^{(3)} \\ 0 & D^{(3)} & 0 \end{pmatrix}$$

$$D^{(3)}(s_0) = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$$

Where

$D^{(3)}$  is the  $2 \times 2$  matrix rep that describes how  $D_3$  acts on vectors.

Thus the group operations involve the action of  $D^{(3)}$  on the vectors together with a permutation of positions

- We may write down the other ops in a similar fashion, e.g.

$$O(r_1) = \begin{pmatrix} 0 & 0 & D \\ D & 0 & 0 \\ 0 & D & 0 \end{pmatrix} \quad \text{where } D = D^{(3)}(r_1) = \begin{pmatrix} -1/2 & -\sqrt{3}/2 \\ \sqrt{3}/2 & 1/2 \end{pmatrix}$$

$$O(e) = \begin{pmatrix} D & 0 & 0 \\ 0 & D & 0 \\ 0 & 0 & D \end{pmatrix} \quad \text{where } D = D^{(3)}(1) = \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$$

- The complete list is in the slides. Already using  $O(e)$ ,  $O(r_1)$ ,  $O(s_0)$  we can determine the characters

$$\begin{array}{ccc} \chi_0(e) = 6 & \chi(r_1) = 0 & \chi(s_0) = 0 \\ \hline C_1 & C_2 & C_3 \\ n_1 = 1 & n_2 = 1 & n_3 = 3 \end{array}$$

- Then this rep is reducible

$$\sum_g |\chi(g)|^2 = 6 \cdot 6 > 36$$



$$\begin{aligned}
O_{\mathbb{1}} &= \begin{pmatrix} D & 0 & 0 \\ 0 & D & 0 \\ 0 & 0 & D \end{pmatrix} & O_{r_1} &= \begin{pmatrix} 0 & 0 & D \\ D & 0 & 0 \\ 0 & D & 0 \end{pmatrix} & O_{r_2} &= \begin{pmatrix} 0 & D & 0 \\ 0 & 0 & D \\ D & 0 & 0 \end{pmatrix} \\
O_{s_0} &= \begin{pmatrix} 0 & 0 & D \\ D & 0 & 0 \\ 0 & D & 0 \end{pmatrix} & O_{s_1} &= \begin{pmatrix} D & 0 & 0 \\ 0 & 0 & D \\ 0 & D & 0 \end{pmatrix} & O_{s_2} &= \begin{pmatrix} 0 & 0 & D \\ 0 & D & 0 \\ D & 0 & 0 \end{pmatrix}
\end{aligned}$$

where  $D$  in  $O_{s_2}$  for example is short for  $D^{(3)}(s_2)$ .

	$r_0$	$r_1$	$r_2$	$s_0$	$s_1$	$s_2$
$D^{(3)}$	$\begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$	$\begin{pmatrix} -\frac{1}{2} & -\frac{\sqrt{3}}{2} \\ +\frac{\sqrt{3}}{2} & -\frac{1}{2} \end{pmatrix}$	$\begin{pmatrix} -\frac{1}{2} & +\frac{\sqrt{3}}{2} \\ -\frac{\sqrt{3}}{2} & -\frac{1}{2} \end{pmatrix}$	$\begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$	$\begin{pmatrix} -\frac{1}{2} & +\frac{\sqrt{3}}{2} \\ +\frac{\sqrt{3}}{2} & +\frac{1}{2} \end{pmatrix}$	$\begin{pmatrix} -\frac{1}{2} & -\frac{\sqrt{3}}{2} \\ -\frac{\sqrt{3}}{2} & +\frac{1}{2} \end{pmatrix}$

By a change of basis we may decompose

$$\underline{\mathbb{D}}(g) \rightarrow \underline{\mathbb{O}}(g) = S^{-1} \underline{\mathbb{D}}(g) S$$

As a direct sum of irreps

$$\underline{\mathbb{O}}(g) = \sum \underline{\mathbb{D}}^{(m)} a_m$$

Then

$$a_m = \frac{1}{n_G} \sum_{\Gamma} \chi(\Gamma) (\chi^{(m)}(\Gamma))^* n_{\Gamma}$$

$$a_{(1)} = \frac{1}{6} 6 \cdot 1 = 1$$

$$a_{(2)} = \frac{1}{6} 6 \cdot 1 = 1$$

$$a_{(3)} = \frac{1}{6} 6 \cdot 2 = 2$$

So after a change of basis we must have

$$\underline{\mathbb{D}}(g) = \underline{\mathbb{D}}^{(1)} \oplus \underline{\mathbb{D}}^{(2)} \oplus 2 \underline{\mathbb{D}}^{(3)}$$

$$\underline{\mathbb{D}} = \left( \begin{array}{c|c|c|c} 1 \times 1 & & & \\ \hline & 1 \times 1 & & \\ \hline & & 2 \times 2 & \\ \hline & & & 2 \times 2 \end{array} \right) = 6 \times 6 \text{ matrix}$$

it will be easier to analyze the small



Oscillations in this basis

## The mechanical problem

- $T = \frac{1}{2} \sum_a m \dot{q}_a^2$

- $U = U_0 + \frac{1}{2} \frac{\partial^2 U}{\partial q_a \partial q_b} q_a q_b$

$$= \frac{1}{2} q_a H_{ab} q_b + \text{const} \quad H_{ab} \equiv \frac{\partial^2 U}{\partial q^a \partial q^b}$$

Some notation  $\vec{q} \equiv \begin{pmatrix} \end{pmatrix}$

- $\langle \vec{q}, \vec{q} \rangle \equiv \vec{q}^T \vec{q}$

Then

$$\langle \vec{q}, H \vec{q} \rangle \equiv \vec{q}^T H \vec{q}$$

- The mechanical problem is

$$m \frac{d^2 \vec{q}}{dt^2} + H \vec{q} = 0$$

- Our goal is to find the eigenvectors and values of  $H$

$$H \vec{\psi}_\lambda = \kappa_\lambda \vec{\psi}_\lambda$$



Then we may solve the EOM, For if

$$\vec{q} = q_\lambda \vec{\psi}_\lambda,$$

Then

$$m \frac{d^2 q_\lambda}{dt^2} = -k_\lambda q_\lambda \quad q_\lambda(t) = q_\lambda(0) e^{\pm i \omega_\lambda t}$$

with  $\omega_\lambda = \sqrt{k_\lambda/m}$ .

The eigenvectors of  $H$  are real and orthogonal.

Symmetry:

• Under the group ops  $\vec{q} = q_a \hat{e}_a$

$$q_a \xrightarrow{g} O_{ba}(g) q_a \quad \vec{q} \rightarrow O_g \vec{q}$$

• The matrices  $O$  are orthogonal  $O^T O = \mathbb{1}$ .  
So  $\langle O \vec{x}, O \vec{y} \rangle = \langle \vec{x}, \vec{y} \rangle$

• The potential energy is unchanged by the group operations

$$\langle O \vec{q}, H O \vec{q} \rangle = \vec{q}^T O^T H O \vec{q} = \langle \vec{q}, H \vec{q} \rangle$$

So we must have

$$O^T H O = H \quad \text{i.e.} \quad O^{-1} H O = H$$

or  $[H, O] = 0$

## How does this help us?

- Suppose that  $\vec{\psi}$  is an eigen-function.  
Then  $O_g \vec{\psi}$  is also an eigen-function with the same eigenvalue

$$O_g \cdot H \vec{\psi} = k \cdot O_g \vec{\psi}$$

commute  $\rightarrow$

$$H O_g \vec{\psi} = k O_g \vec{\psi}$$

- So we get a set of functions

$$\{ \vec{\psi}, O_{r_1} \vec{\psi}, O_{r_2} \vec{\psi}, O_{s_0} \vec{\psi}, O_{s_1} \vec{\psi}, O_{s_2} \vec{\psi} \}$$

These may not be distinct. But further group action will simply mix up these states

- There are a set of  $\lambda$  functions which have common eigenvalue  $k_\lambda$

$$\{ \vec{\psi}_1, \dots, \vec{\psi}_\lambda \}$$

(they span a space which is invariant under group operations)

Which span this space. Action by the group returns a linear combo of these states

$$O_g \vec{\psi}_\lambda = \vec{\psi}_{\lambda'} D_{\lambda\lambda'}(g)$$

The  $D_{\lambda\lambda'}(g)$  is a representation of the group.



In the "normal" situation

$$D_{\lambda \lambda'}$$

Will be an irreducible representation<sup>( $\mu$ )</sup> of the group. The  $\psi_{\lambda}^{(\mu)}$  are degenerate because of symmetry we can change  $\psi_1^{(\mu)}$  to  $\psi_2^{(\mu)}$  by group ops. (linear combos of)  
(and the group ops commute with hamiltonian)

- If the representation is reducible then we could decompose it into irreps and have a set  $\{\psi_a^{(\mu_1)}, \psi_a^{(\mu_2)}\}$  all of which have the same eigenvalue. The degeneracy between  $(\mu_1)$  functions and  $(\mu_2)$  functions would seem "accidental" as there is no group op which connects the  $(\mu_1)$  fns with the  $(\mu_2)$  fns. Typically this indicates that there is a larger symmetry group which connects  $(\mu_1)$  to  $(\mu_2)$ .  
(though accidents can actually happen, and sometimes in nature two levels are close in value for no good reason)